

ANXION



COMMODORE



Getting Started

Remove all cartridges from your computer, *including* fastloader cartridges; *Sanxion* has its own fastloader. Turn on your disk drive and monitor, and insert the *Sanxion* disk in the drive. Now turn on your computer and type, **LOAD "EA",8,1** at the **READY** prompt and press **Return**. **NOTE:** If you are using a C128, *Sanxion* will load automatically.

Objectives

As a *Sanxion* pilot you must exterminate the alien invaders in your sector. After ridding a sector of aliens, you must pass a training course where your task is identified by letters on the target drones:

S = shoot drone **C** = collide with drone **P** = pick up drone

After proving your skill by shooting or colliding with a preset number of drones, you get an extra 1000 points. Time is precious in combat *and* training, so avoid colliding with barriers. You get a bonus ship for every 10,000 points. You also earn efficiency points for reaching a ReGen station before the timer reaches zero. Some ReGen stations are protected by a defensive barrier that can prove fatal to less skilled pilots. The first barrier surrounds ReGen station 2. After patrolling all 10 world sectors, you'll be promoted to *Sanxion Class 1* and go on to patrol the *Darkside*, where you'll have to take on the Invader's secondary attack force.

Options

Press the **Spacebar** to see game settings. Three symbols that signify a game mode appear. Toggle game modes with the following keys:

F1 Toggles between one and two player mode
F3 Toggles between the joystick and keyboard
F5 Toggles between sound and silence.

Press the joystick button or **Return** to start the game.

Keyboard Controls

Up.....=

Fire.....Return

Down.....Shift

Left.....Z

Right.....X

Pause....Run/Stop

Return to Title Screen.....Run/Stop-T

SANXION CREDITS

Program & Graphics: Stavros Pasoulas
Sound Effects: David Whittaker
Muscle: Rob Hubbard

Producer: Mark Lewis
Assistant Producer: Paul Grace
Assistant Producer: David Gardner
Product Manager: Mike Suarez

Art Director: Judy Campbell
Package Design: William Gin
Cover Illustration: Alan Okamoto
Documentation: David K. Simerly

LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in materials and workmanship for ninety days from the date of purchase. Defective media returned by the purchaser during that ninety day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Following the initial ninety day warranty period, defective media will be replaced for a replacement fee of \$7.50. Defective media should be returned to: Electronic Arts, 390 Swift Avenue, South San Francisco, CA 94080. Enclose it in protective packaging, accompanied by (1) proof of purchase, (2) a brief statement describing the defect, (3) a \$7.50 check (if beyond the initial ninety day warranty period), and (4) your return address.

WHAT IS NOT COVERED BY THIS WARRANTY

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO NINETY DAYS FROM THE DATE OF PURCHASE. ELECTRONIC ARTS SHALL NOT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES FOR BREACH OF ANY EXPRESS OR IMPLIED WARRANTY.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404. Or call us at (415) 572-ARTS.

NOTICE

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THE PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL IS COPYRIGHTED. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS, 1820 GATEWAY DRIVE, SAN MATEO, CALIFORNIA 94404.

ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH RESPECT TO THE SOFTWARE AND THE THE RECORDING MEDIA. PLEASE SEE THE ELECTRONIC ARTS LIMITED WARRANTY ENCLOSED WITH THIS PRODUCT.

Software ©1986, 1987 Thelamus Ltd.
Manual ©1986, 1987 Electronic Arts



ELECTRONIC ARTS®